

ABSTRACT

A system and a method for providing an interface to and customizing an interactive application for one or more players is provided. The interactive game of the presently preferred embodiment is played in a wireless environment using a mobile station as a user interface with commands entered via a keyboard or via voice. The game is tracked and controlled using a game center and a game server, which. The game server] is typically at a location remote from the mobile station. [Moreover, c]Communication between the game server and the mobile station is typically performed using a base station connected to a telecommunications network. The game server executes a software application, which runs a game center. Individual games are managed within the context of this application. [In the presently preferred embodiment, the games are text based. A command set is provided for each state of the within the game. The choice of a command from the command set changes the game state. The choice of commands can be made either through a reduced keyboard, like that of a mobile station, or through voice commands. Voice commands can be translated to game instructions by an interactive voice response unit (IVRU). In the presently preferred embodiment, the IVRU is resident in the mobile station. Moreover, the IVRU may respond in a simulated or digitized voice to a player.]

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